

1. General

1.1 Range of Validity

This is the base rulebook which is valid for the event, its participants and all matches played within the scope of the event. With their participation, the participant states that they have read, understood and accepted all rules.

1.2 Rule Changes

The league administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make judgement on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and Sportsmanship.

1.3 Confidentiality

The contents of private messages, support tickets, any discussions at all, email conversations or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the tournament administration.

1.4 Code of Conduct

All participants agree to behave in an appropriate and respectful manner towards other participants and the tournament administration. Any sort of harassment should be reported to the above listed administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race or religion. Failure to adhere will result in an official warning or direct disqualification from the tournament depending on the severity. Participants and their sponsors shall not promote any content, websites or services that are solely or widely known for pornography, drug use or other adult/mature themes.

1.5 Compliance

The instructions of administrators should always be obeyed and followed. Failure to do so may result in a penalty in form of a warning, game loss, match loss or disqualification depending on the severity of the case.

1.6 Recording

Recording is mandatory for everyone!:

First start the recording, then Moss and then the game rec -> moss -> game.

(That means starting again after every game)

After you finish your game, first stop Moss and upload it, then stop recording.

In the event of a protest or at the request of the admin, the following must be noted:

The recording must be uploaded and made accessible for admins. (Youtube, Google Drive...)

You have 30 minutes to do this.-> The admin can also extend the time depending on the case.

The raw file must be uploaded without any edits. If the file is edited, this will be considered an attempt to cheat and will result in disqualification. If cheating is suspected, the admins can also expect you to record your task manager before, during and after the cup game (during the cup game in the 5th round) -> scroll through task manager and show open programs. If the recording cannot be viewed or recognized, this may result in disqualification. In any case, this must be decided by the cup admin.

OBS is not allowed as recording program.

1.7 MOSS

Moss is mandatory for every player and should be uploaded unless the admins say otherwise.

It is mandatory to upload the Moss data after the match. If there are any problem with the recording of Moss (like no screenshots but a logfile) you can still play when you get the right by the admins. If you experience any problems uploading Moss, you must report this to the admins immediately each player must upload their own Moss. Exceptions are only made by admins. (Recording to prove that the Moss file has not been edited is mandatory)

1.7 VPN

VPN is allowed if it is installed, but may not be started and used during the cup

1.8 Discord

Participating teams must join the Discord and join the corresponding team channel during the tournament.

This is to improve the support and to be able to solve the problem faster.

The team captain has to submit the discord names of his roaster in the "Cup Teams" channel, this will be visible on the CAL Dc on the day of the cup and all 5 players have to be in their channel at the start of the tournament.

The channel does not have to be used, but is available to you. If you do not use the channel, only the microphones should be muted.

2. Player Eligibility Requirements

2.1 Age

Individuals who wish to participate must be at least sixteen (16) years of age at the moment of registration. Players who are minors (under 18 years old) must obtain consent from their parents or legal guardians to enter the competition. If minor players have entered the competition, it shall be deemed that they have obtained the required prior consent from their parents or legal guardians. A player will be disqualified where that player cannot demonstrate to the satisfaction of the tournament administration that they have obtained the requisite consent.

2.2 Residency & Citizenship To register in the tournament ALL members of the team must hold

a valid residency or citizenship in at least one (1) of the following countries:

Albania, Andorra, Austria, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Estonia, Finland, France, Germany, Greece, Holy See, Hungary, Iceland, Ireland, Italy, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom

2.3 Team Roster A team must consist of at least five (5) eligible players, and no more than seven

(7) players upon registration and at all times during the tournament. Teams are allowed to make changes to their active roster at any time during the tournament up until the roster is declared before their next match begins.

2.4 Smurf accounts

No Smurf or "second" accounts in any form are allowed.

3. Tournament Format

3.1 Format

Double Elimination bracket

- Random Seeding
- All matches before quarter finals BO1, quarter finals, semifinals, lower bracket final and Grand Final BO3

3.2 Team Roster The team's roster may be changed freely between the Cups

4. Game Specific Rules

4.1 Team Captains Each team must declare one of their team members as a Captain.

Captain is a leading member of a team who has jurisdiction in decision making situations and ultimately has final say on the team regarding tournament decisions for the team. Please get your Role on Discord and stay ready for information and messages from managers, admins and/or organiser.

4.2 Map Veto The map veto will be conducted before each match in the following way:

For BO1 matches:

- Team A: Ban
- Team B: Ban
- Team A: Ban
- Team B: Ban
- Team A: Ban
- Team B: Ban
- Team A: Ban
- Team B: Ban
- Team A: Last map

For BO3 matches:

- Team A: Ban

- Team B: Ban
- Team A: Ban
- Team B: Ban
- Team A: Pick
- Team B: Pick
- Team A: Ban
- Team B: Ban
- Team A: Last map

Maps are always played in the order they are picked.

4.3 Map Pool

- Satellite
- Desert Camp
- Peacehawk
- Station
- Embassy
- Missile
- Ghost Town
- Power Station
- Workshop

4.4 Match Settings

- Mode: Sabotage
- Map: In accordance with the map veto order
- Rounds limit: 10
- Team size: 5vs5
- Weapons: Normal

- Match settings:
- Join Mid Game: On
- Spectating: Off
- Side Switch: On
- Kill Cam: Off
- TeamBalance: Off
- Last Stand: Off
- Pickup Weapon: On

All participants are responsible for making sure that all lobby settings are correct before starting the game. In case a game would be started with incorrect settings, the tournament administration must be informed immediately. In case of any claims after the game is concluded will be disregarded by the tournament administration.

4.4 Weapons

4.4.1 Sniper Only one sniper per team is allowed. A violation to this rule will result in a game loss for the offending team.

4.4.2 Banned Weapons

- All cash weapons are banned e.g VIP guns
- All EOTech, Open Dot Weapons
- Special Edition Weapons
- Grenade Skins
- Tactical: Knife, Kukri, Tomahawk, Crossbow, Heart Composite-Bow, etc.
- Shotguns: All Shotguns
- Machineguns: All Machineguns
- Other Weapons: Scorpion vz61, SG551, M14EBR, PP2000, Dragunov SVD, SR-25, ORGELBOXES and all the weapons not listed under Allowed Weapons.

Usage of any weapon that is listed above during the tournament will result in a game loss for the team who violated the rule. When a banned weapon is used by any of the players, teams are responsible for

opening a protest ticket immediately, providing solid evidence confirming the rule violation, and the tournament administration must be informed about said fact.

4.4.3 Allowed Weapons

- All weapons (camo-versions) that have same statistics as their normal versions are allowed e.g. HK417 Frozen
- AUG A3, AK 103, M4A1, K2, SCAR-H, FAMAS, HK417, G36C, SCAR-L, GALIL, AN94, XM8, ACR, TAR-21, SAR-21, AK 104,
- Glock17, Beretta M92FS, Infinity, Jericho 94, K5, CZ 75 BD
- PSG1, CheyTac M2000, AWP, CZ700, TRG
- Grenades: M67, M84, M18

4.5 Equipment The following equipment items are banned:

- Lucky-items, except clan & special t-shirts
- Armor of any Form
- Mobility Boots
- Special Characters (Delta Scout, Black Security, Black Mamba, Red Snow, Cherry Bomb, GROM, etc.)

Usage of any equipment item that is listed above during the tournament will result in a match loss for the team who violated the rule. When any equipment item from the above list is used by any of the players, teams are responsible for opening a protest ticket immediately, providing solid evidence confirming the rule violation, and the tournament administration must be informed about said fact.

4.6 Side Selection

In case of Best of 1 matches:

- A knife round must be arranged for game 1. The winner of the knife round may choose their starting side for game 1.

In case of Best of 3 matches:

- First two deciders will be shown by the system and you pick it

- A knife round must be arranged for game 3. The winner of the knife round may choose their starting side for game 3.

Knife round is meant to be played in an agreed area e.g. mid (default) with knives only, weapons or grenades are not allowed. Failure to follow that rule can lead to a knife round replay or other penalties, and such circumstance must be reported to the Tournament Administration before the actual game starts. The map used for the knife round must be the same map as the game is supposed to be played on. Teams are obliged to take a screenshot of the result of the knife round with all details visible, and must abandon it immediately after the result is known.

If both Teams fail to provide a screenshot with the knife round result in case of a dispute, the Tournament Administration will determine the starting sides by a coin flip.

4.7 Pause

Players have the right to call a pause if they need one. The pause has a max. duration of 10 minutes. In such a case, the opposing team must be informed immediately. Don't forget to create a screenshot to have a proof in case there is a protest.

5. Match Rules

5.1 Punctuality All players must be ready to play at the designated match start time. In case a team is missing one (1) or more players prior to the game start, a penalty will be issued:

If one (1) or more players are missing for between 10 minutes and 15 minutes after designated match start time: official warning for the offending team. This penalty may be upgraded to a game loss in case of repeating offences. If one (1) or more players are missing for more than 15 minutes after designated match start time: match loss for the offending team. This penalty may be upgraded to a direct disqualification in case of repeating offences.

5.2 Breaks Between Games Each game is supposed to be started immediately after the previous one has been completed, and no breaks are planned between them. Any instances of showing up late to a game are subject to the same penalties as arriving late to a match start.

5.3 Disconnection In case a player would not be able to continue playing due to faulty internet connection, power outage, other technical issues or health problems, a substitute player can be called to continue playing in an ongoing match. The match must be continued without the player (e.g. 4vs5) until the substituting player is able to join later during the game.

The substitute player who is meant to be used must be a member of the team.

5.4 Broadcasting Players are allowed to broadcast their games, and record them for the

purposes of streaming/sharing them on social media. However, it must be noted that a delay of at least 3 minutes is recommended so as not to leak any information about player positions and locations.

5.5 Account Sharing It is strictly prohibited to use another player's game account to participate in the tournament. Impersonating other players to avoid other restrictions found in this rulebook is considered a serious violation of rules, and will result in a direct team disqualification.

5.6 Coaching It is not allowed to communicate with any other people aside from other players being in an active roster of the team during their games.

5.7 Competition Manipulation Any attempts to alter the outcome of a game by any arrangements made between any teams will result in a direct disqualification of all parties involved. This also includes offering money, physical goods or any other sort of benefits, making threats or exerting pressure towards anyone involved in the competition with the goal of influencing a result of a match. All players are obliged to play the game to their full potential. Losing a game on purpose is also considered to be a match fixing offence.

5.8 Cheating Any forms of cheating such as, but not limited to third party tools, programs or devices providing an unfair advantage are strictly prohibited, and usage of those will always result in a direct disqualification of the offending player and team.

5.9 Scripts No scripts of any kind are allowed. This includes, but is not limited to turn scripts (180° or similar), center view, burst fire, rate changers (lag scripts), FPS scripts, anti-flash, bunny hop, stop sound etc. Usage of any scripts will always result in a direct disqualification of the offending player and team.

5.10 Bug Abuse It is forbidden to use any glitches, bugs or any unintentional mechanics of the game to gain an unfair competitive advantage. This includes but is not limited to for example attempting to exit the bounds of the map by climbing outside the map limits. Any violations to this rule will result in a direct disqualification of the offending player and their team.

"Head glitch", "crouching glitch" (a glitch where spamming the crouch button would make players not visible while standing behind obstacles) is exempt from this rule due to its nature and is allowed to be used.

5.11 Custom Data Players are not allowed to use any form of custom game files during the official matches. Any changes, including but not limited to modification of HUDs, scoreboards, crosshairs are strictly disallowed.

5.12 Deception Any attempts to deceive opposing players, tournament administration or other parties involved may be penalized with a match loss or direct disqualification depending on the severity.

5.13 Illegal Actions Any other means providing an unfair competitive advantage to one of the parties involved in a match that are not outlined in this rulebook are a subject to investigation conducted by the tournament administration, which may be followed by a penalty issued at its sole discretion.

5.14 Technical Equipment All players take full responsibility for their own technical equipment and internet connection.

5.15 Protest If you want to protest do it immediately after the match. Once a match has been closed there is no reversing the protest.

6. Prizing

6.1. Prizing

As far as prize money is concerned, nothing has been decided yet and is in full planning as it is still a test version.

7. Team Staff

7.1. Rules for Staff

Staff from the CAL Discord is allowed to play as long as they are not a part of the Protested Match or in the Match after the Protest. That means Admins are allowed as Players but only as Admins when they are working on a protest which doesnt benefit them.

As a note: We try to make the game as fair as possible and therefore hope for respect and constructive criticism. We don't do this professionally but as a hobby. Even in the event that two teams of different nationalities meet each other, in the example: Germany against Poland, we try to provide not only a German or Polish CUP admin but either an admin from a different nationality or admins from both nationalities. We reserve the right to connect multiple admins at any time in the event of problems.